~~DATA ACCESS, REPLICATION OR COMMUNICATION SYSTEM COMPRISING A DISTRIBUTED SOFTWARE APPLICATION~~

~~Abstract~~

ABSTRACT

~~The present invention envisages a~~ A data access, replication or communications system ~~comprising a software application that~~ is distributed across a terminal-side ~~component~~ executable running on a terminal and a server-side executable ~~component; in which the~~. Together the terminal-side ~~component~~ executable and the server-side executable ~~component (i) together constitute~~ form a client to a larger server and [[(ii)]] collaborate by sending messages using a message queuing system over a network. ~~Hence, we split (i.e. distribute) the functionality of an application that serves as the client in a client-server configuration into component parts that run on two or more physical devices that communicate with each other over a network connection using a message queuing system, such as message oriented middleware.~~ The ~~component parts collectively act as a client in a~~ larger server can be ~~client-server arrangement, with the server being~~, for example, a mail server. ~~We call this a `Distributed Client` model. A core advantage of the Distributed Client model is that it~~ Splitting the client into a terminal-side executable and a server-side executable allows a terminal, such as mobile device with limited processing capacity, power, and connectivity, to enjoy the functionality of full-featured client access to a server environment using minimum resources on the mobile device by distributing some of the functionality normally associated with the client onto the server side executable, which is not so resource constrained.